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METHODS OF POPULATING DATA STRUCTURES FOR USE IN EVOLUTIONARY SIMULATIONS

ABSTRACT OF THE DISCLOSURE

In particular, this invention provides novel methods of populating data
5 structures for use in evolutionary modeling. In particular, this invention provides methods of
populating a data structure with a plurality of character strings. The methods involve
encoding two or more biological molecules into character strings to provide a collection of
10 two or more different initial character strings; selecting at least two substrings from the pool
of character strings; concatenating the substrings to form one or more product strings about
the same length as one or more of the initial character strings; adding the product strings to a
collection of strings; and optionally repeating this process using one or more of the product
strings as an initial string in the collection of initial character strings.

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